LOOPZ



Audiogenic

AMSTRAD
CPC/CPC PLUS
DISK

LOOPZ

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It couldn't be simpler. You get pieces of different sizes and shapes. One by one you put them down on on the playing board – soon you've made your first loop. Yeaaaah!

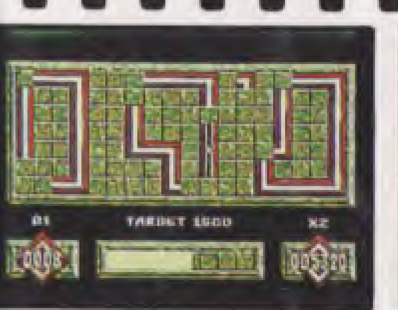
Now it's not so easy. This time you didn't get the pieces you wanted. Never mind – just start another loop.

All of a sudden the board's getting just a little too crowded. Now you're struggling to find a place to drop the pieces (who cares where they go, you can't afford to let the timer run down because you"ll lose a life).

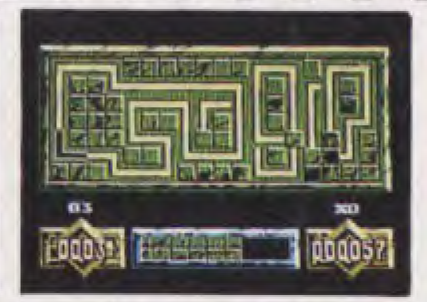
Now it's getting really hectic. Did you honestly think this game was simple (and this is just the first level of Game A).

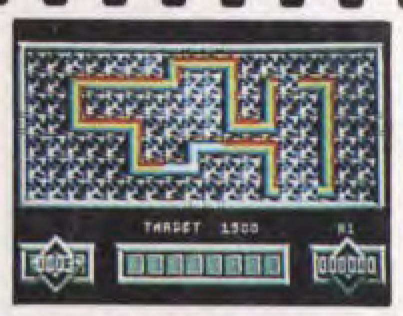
Pretty soon you'll be dreaming about **LOOPZ.** Wondering if next time you'll be able to make a longer loop than ever before – or more loops than your record. Will **LOOPZ** drive you crazy? You bet!

- **Easy to learn,dangerously addictive – and incredible fun to play**
- **Game A offers ten skill levels – you'll never beat level 9**
- **Game B takes you through the levels – with special bonus games if you do really do well**
- **Game C is a real puzzle – well 50 of them to be exact!**
- **One or two can play – so why not go loopy with a friend! Play co-operatively or competitively, the choice is yours**
- **Incredible four-channel sampled in game music and sound effects by David Whittaker (Atari ST, Amiga and Macintosh only – IBM version supports Roland and Ad Lib cards)**









Designed by Ian Upton for Audiogenic
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